RADIATA STORIES™

TEEN
T
CONTENT RATED BY ESRB

SQUARE ENIX™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RADIATA STORIES™

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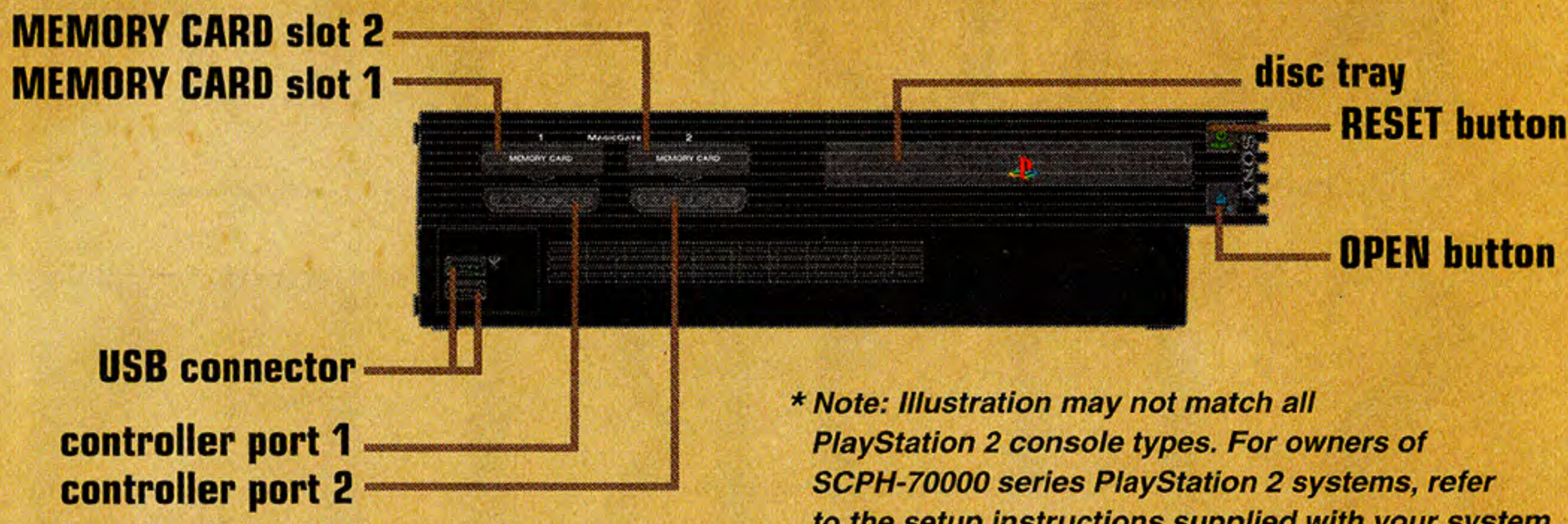
Getting Started

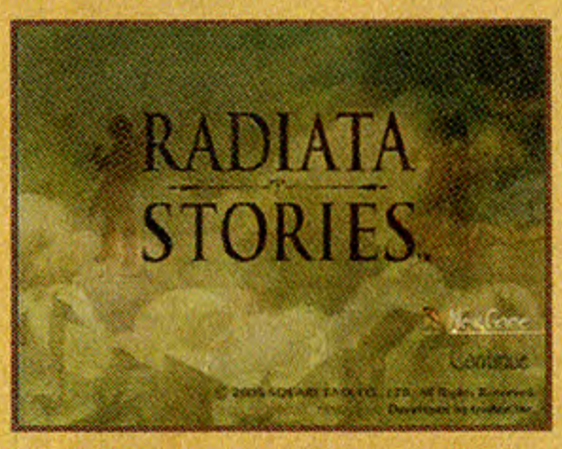
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **RADIATA STORIES™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

Starting the Game



TITLE SCREEN

When you start up the game, a movie sequence will play and then the Title Screen will appear. Use the directional buttons or left analog stick to select either New Game or Continue, and press the ⊗ button to confirm.

NEW GAME

Choose this when you want to start a brand new game. You will be taken to the Settings Menu, where you can change Screen, Vibration and other settings, and then your game will begin.

CONTINUE

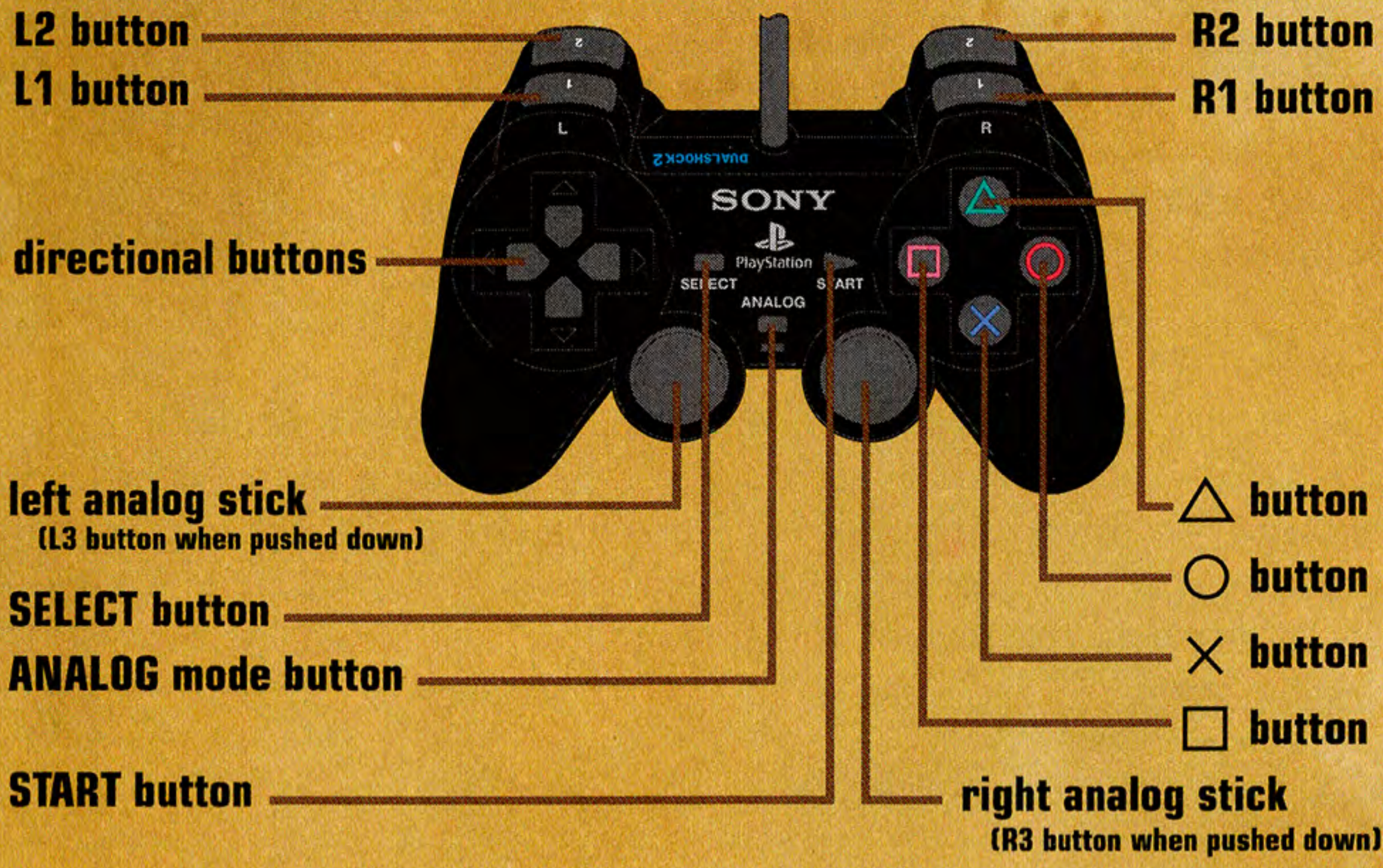
Choose this if you wish to continue a previously saved game. Select either MEMORY CARD slot 1 or MEMORY CARD slot 2 and then load your game data.

SAVING YOUR GAME

You will usually save your game (p. 13) from Jack's room. You will require a memory card (8MB)(for PlayStation®2) with at least 221KB of free space in either MEMORY CARD slot 1 or MEMORY CARD slot 2.

Basic Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



* The game requires a DUALSHOCK®2 analog controller.
* This is a single player game. Please connect a DUALSHOCK®2 analog controller to controller port 1.
* ANALOG mode switch is always ON (mode indicator: red). It is not possible to switch off the analog mode (mode indicator: off). Note that you can switch vibration on or off via the in-game settings (p. 21).

CONTROLS IN THE FIELD (p. 10-12)

directional buttons	Move
left analog stick	Move
◎ button	Talk/Investigate
⊗ button	Kick (Investigate)
△ button	Open Menu Screen
L1 button	View clock
R1 button	Open/Close map
START button	Pause

CONTROLS IN THE MENU SCREEN (p. 15-21)

In the Menu Screen, you can change equipment, use items, and perform a variety of other tasks.

directional buttons	Move cursor
left analog stick	Move cursor
◎ button	Cancel
⊗ button	Select
△ button	Close Menu Screen
▣ button	View details
L1 button	Change character/page
R1 button	Change character/page
L2 button	Page up list
R2 button	Page down list

directional buttons	Open Link Control Window
left analog stick	Move Jack/target
◎ button	Attack
⊗ button	Parry
△ button	Open Menu Screen
▣ button	Volty Blow
⊗ button + ▣ button	Volty Blast
⊗ button (twice)	Backstep
L1 button	Open Quick Menu
R1 button	Lock/Unlock target
L2 button	Rotate camera left
R2 button	Rotate camera right
L3 button	Restore default camera angle
R3 button	Move camera behind Jack
START button	Pause

CONTROLS IN A BATTLE (p. 22-28)

The Battle Screen opens when you encounter an enemy in the field or after certain events. You control Jack and try to defeat the foes.

The World of Radiata Stories

Game Objective

You play the main protagonist, Jack Russell. The adventure unfurls as you make new friends, gather information in towns, explore dungeons, and battle monsters. As Jack's tale progresses, he becomes increasingly caught up in the epic changes sweeping across the world.

Time Never Stops

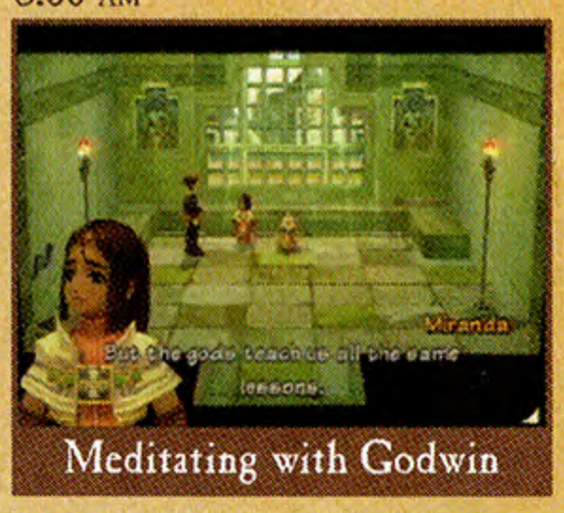
All the characters that appear in the world of Radiata Stories follow their own regular schedule. A character that you meet on the street in the morning might spend his or her day in the shrine and then return home come nightfall. Learning the characters' schedules and acting accordingly is one of the keys to progressing in the game. Let's have a look at a typical day for Miranda, a student of the priest Godwin.

A DAY IN THE LIFE OF MIRANDA

6:00 AM

Morning prayers

8:00 AM



Meditating with Godwin

9:00 AM

Searching for Godwin

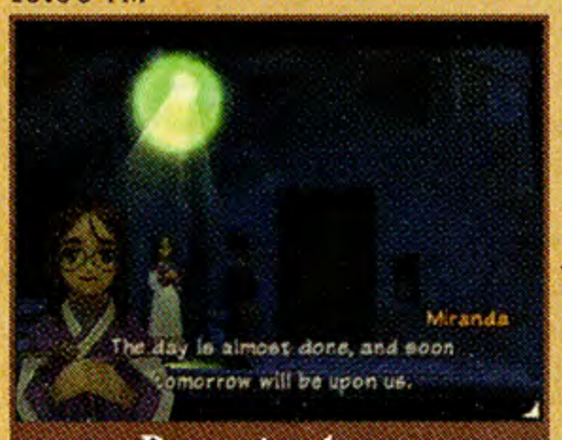
3:00 PM

Finding Godwin

6:00 PM

Evening prayers

10:00 PM



Returning home

Progressive Scan Televisions

Radiata Stories is compatible with televisions equipped with a D2 terminal. If you have such a television, you can switch to progressive scan mode by holding down the △ button and ✕ button on your DUALSHOCK®2 analog controller while switching on your PlayStation®2 console. You should do this each time you play the game on a television equipped with a D2 terminal.

* Component AV cable for (PlayStation®2) is required to play in progressive scan mode.

Story

In the birth cry of the cosmos
The twin eyes awake
Above us they shine
The world made safe for our sake

The forests they flourish
The towers grow high
The four lights shine down
Chaos withers and dies

But imbalance grows
Forests turn dark
This is our doom
The tower breaks the sky;
Here come the dragons to
bring it down

In the center of the world lies the human kingdom of Radiata.
People throughout the land sing of its glory.

Sharing the world with the humans are the fairy creatures.
Dwarves, elves, goblins and others all lead their different lives.

Although they are not exactly friends, humans
and nonhumans live side-by-side in harmony.

In one small village, a young man named Jack
lives with his sister. Dreaming of becoming
a great knight like his father before him,
he ventures forth one day to try out
for the famous Royal Radiata Knights.

Characters

Jack Russell

A lively young man born and raised in Solieu Village, a town a little ways from Radiata. He lived a peaceful life with his elder sister Adele until his 16th birthday, when he decided to test his mettle by trying out for the Radiata Knights like his father before him.

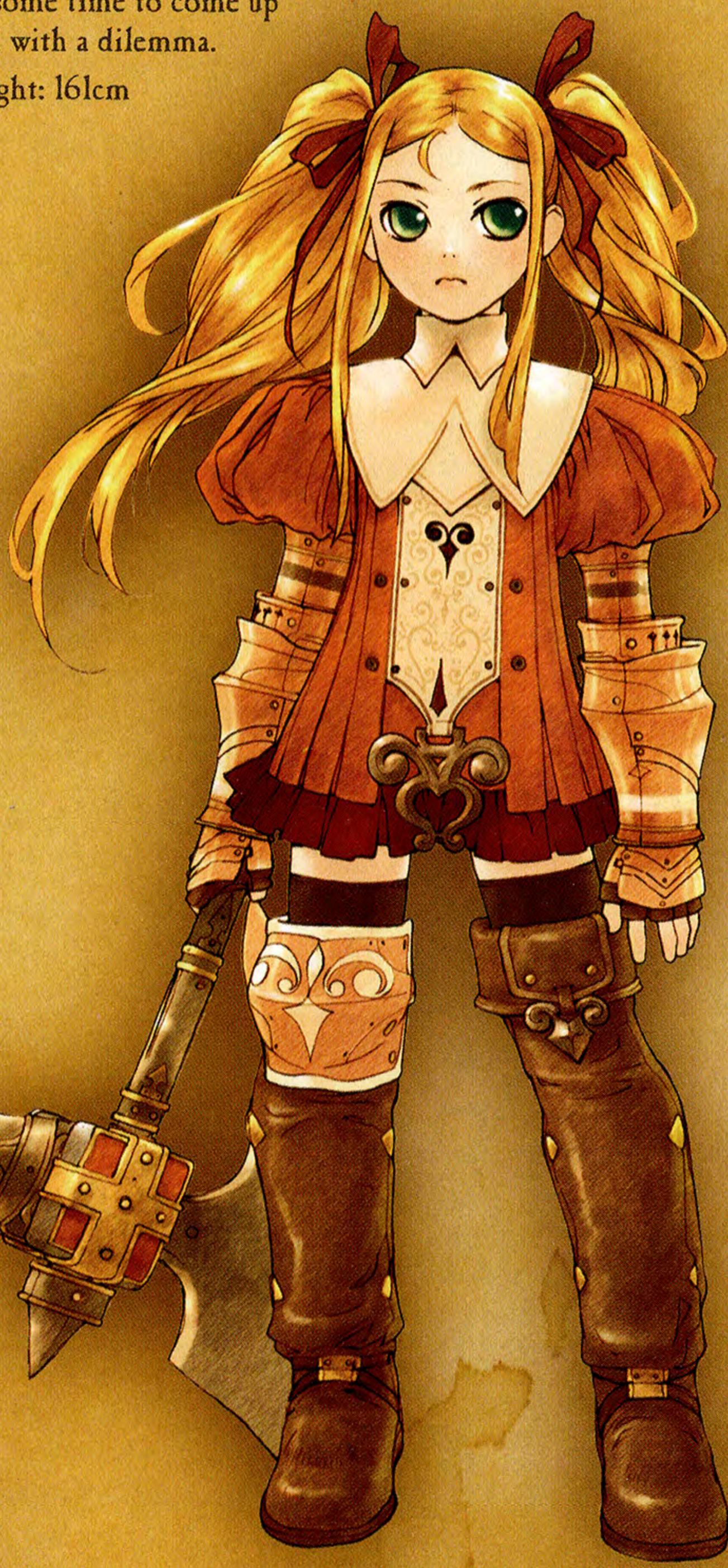
Age: 16 Sex: Male Height: 168cm

Characters

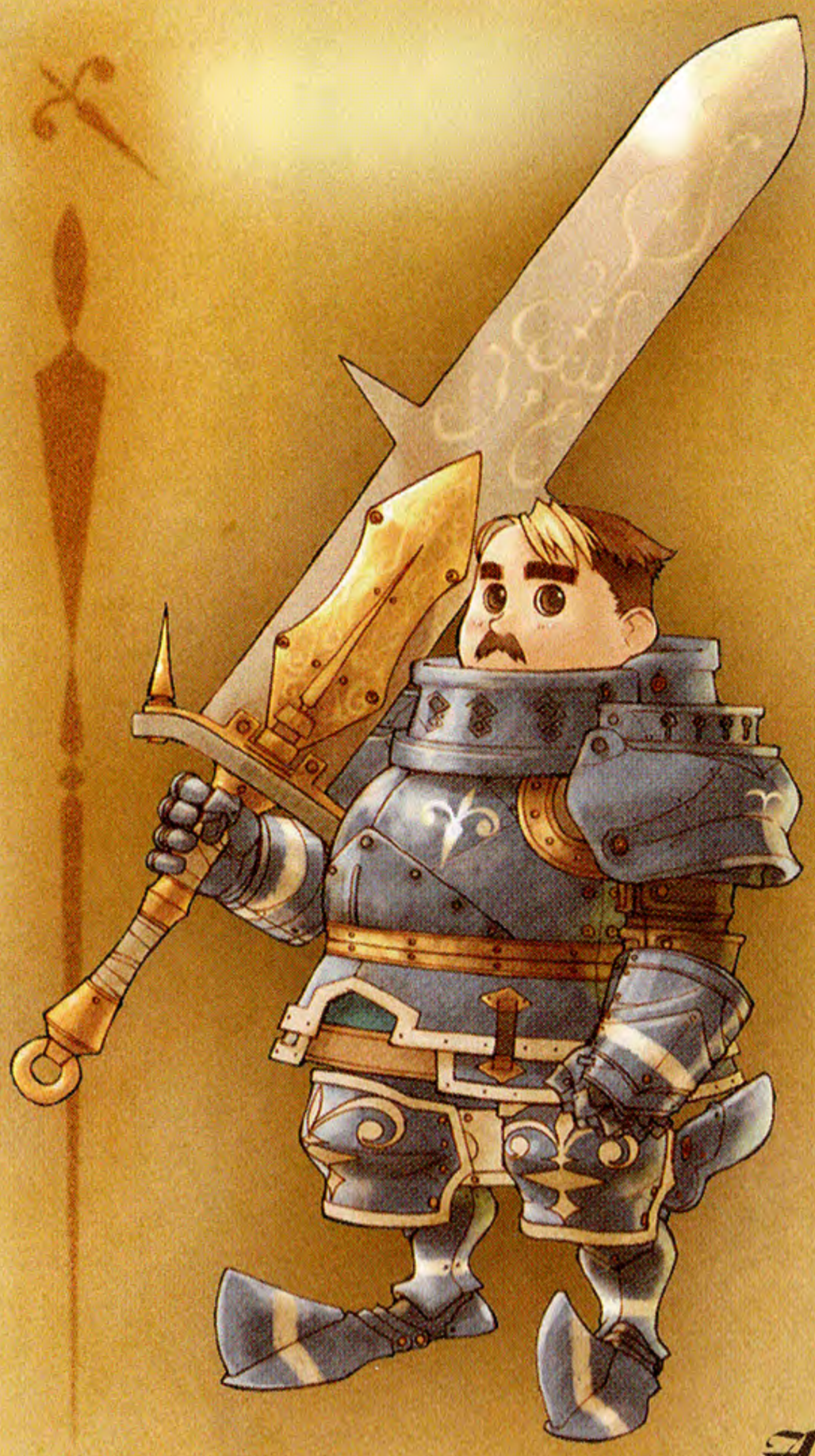
Ridley Silverlake

The only daughter of a family whose clan holds the crest of the Great Eagle of the North. She is very composed and serious. She tends to be stubborn, but when she receives an order, she will follow through despite her own feelings. She actually has a very fragile side, and she takes some time to come up with a solution when faced with a dilemma.

Age: 16 Sex: Female Height: 161cm



Characters



Ganz Rothschild

Only son of Gawain Rothschild of the Rothschild clan, a family that holds the crest of the Lion of the West. He was raised well, thus his speech and manners are impeccable. Although he can be a bit goofy at times, he is a man with a good soul, always trying to do the right thing. Captain of the Rose Cochon Brigade.

Age: 28 Sex: Male Height: 152cm

Adele Russell

Jack's gutsy older sister who has taken care of him ever since the death of their parents. She was taught how to wield a sword by her father, which she has passed on to Jack by training with him and teaching him everything she knows. Jack is slightly intimidated by her, as she can be very strict.

Age: 23 Sex: Female Height: 170cm

Dynas Stone

General of the Royal Radiata Knights. Formerly a subordinate of Gawain in his brigade, where he trained extensively. Despite his appearance, he talks and thinks in a very intelligent manner. He has a tendency to over-think problems, making him excessively cautious.

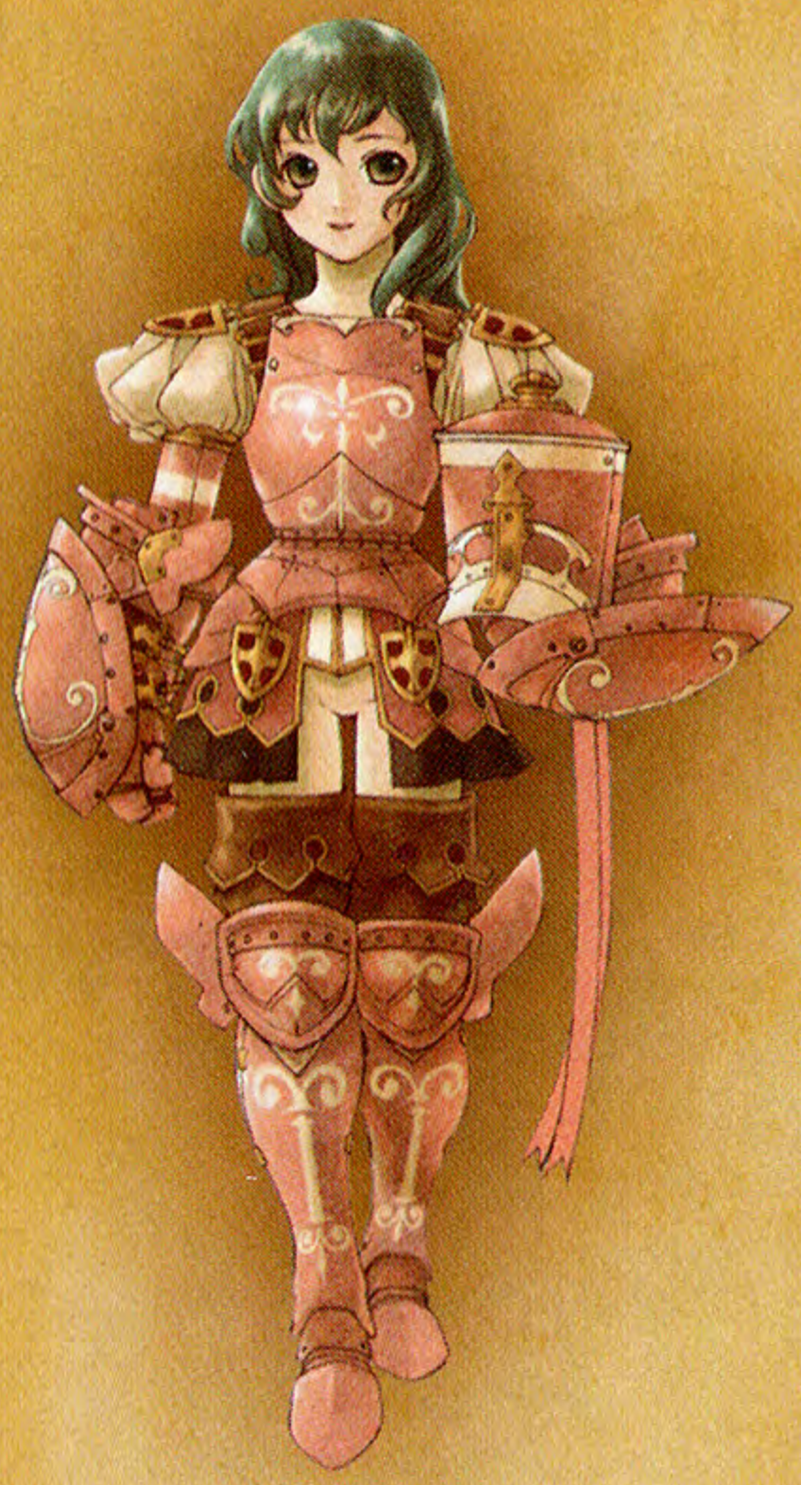
Age: 42 Sex: Male Height: 187cm

Characters

Leonard Ford

A Royal Radiata Knight who is also the room leader of one of the trainee knight's rooms. He takes good care of the newbies and teaches them about daily life in the castle.

Age: 21 Sex: Male Height: 191cm



Natalie Nanette

Captain of the Violet Chevre, a Radiata Knight brigade. She is as competitive as any man, and is skilled in command, strategy, and weaponry.

Age: 20 Sex: Female Height: 161cm

Genius Weissheit

The second son of the Weissheit family of technicians. At the age of seven, he broke the record for being the youngest child to enter the Vareth Magic Institute. Because of his intellect, he is very quick to correct people when they are mistaken.

Age: 17 Sex: Male Height: 181cm

In the Field

Movement

Directional buttons or left analog stick

Use the directional buttons or the left analog stick to move while exploring dungeons and gathering information.

Press and hold the L1 button to display the clock.

Talking/Investigating

◉ button

If you press the ◉ button when facing other characters or special objects, you will talk to that character or interact with that object. There is a lot of information to be found in the dungeons and towns that will help you in your adventure. Talk to as many people as possible and keep an eye out for clues.

Pausing

START button

If you pause the game with the START button, time stops in the game world. If you do not pause the game, the clock will continue to run on its own. It's a good idea to pause the game whenever you leave it, even for just a short time.

In the Field

Kicking

⊗ button

You can kick people and things by facing them and pressing the ⊗ button. This might uncover items hidden within objects, and serves as an alternate form of "communication" with the characters around you. But be warned: kick someone too often and you might end up in a fight.

Opening Treasure Chests

You can open treasure chests by kicking them. They usually have something useful inside, so it's worth giving these boxes a kick whenever you see one.

Climbing Up and Down Ladders

When you come across ladders or hanging ropes, you can climb up or down by facing them and pressing the ◉ button.

Life Circles

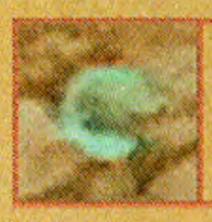
Stepping into a life circle will restore your entire party's health. Take advantage of these when you see them.

Maps

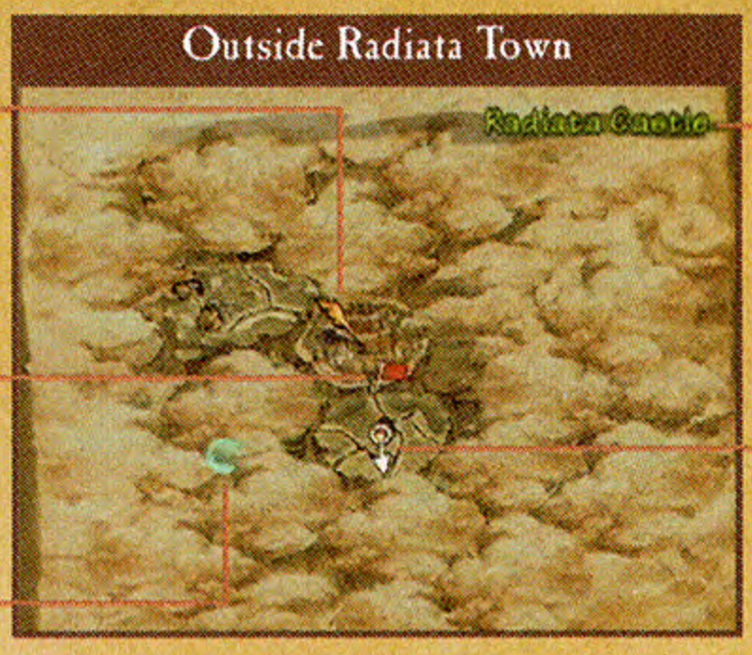
Press the R1 button when you're in the field to bring up the map. The map shows your present location, save flags, and your current objectives. Use the left analog stick to move the cursor and the directional buttons to switch between maps (inside the castle only). Pressing the L1 button will return the cursor to your present location.

Cursor

Save Flag



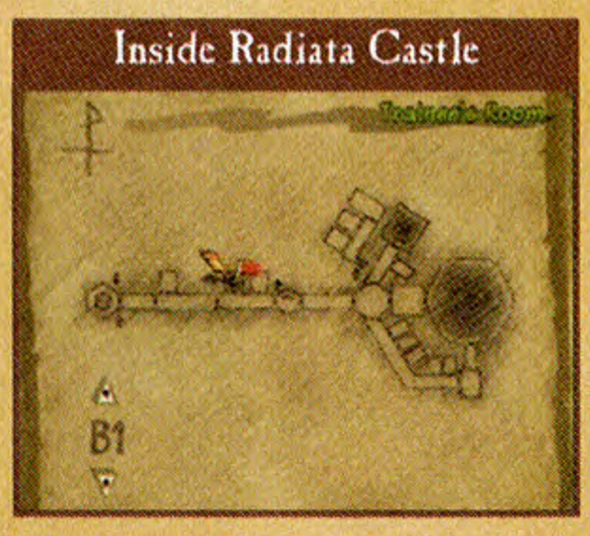
Objective

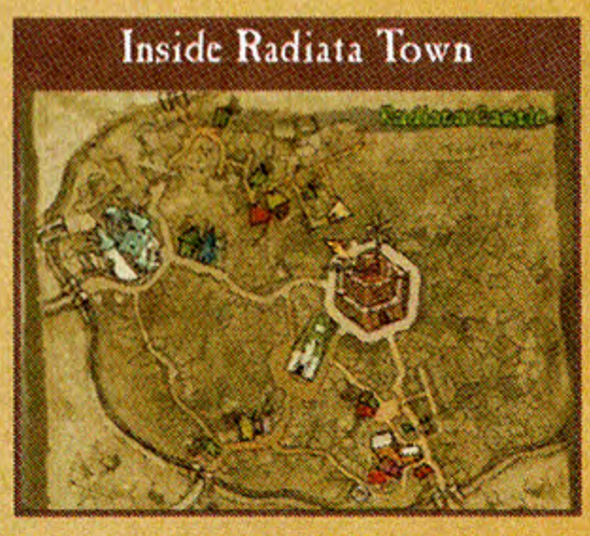


Location name

Present location

The arrow shows the direction you are facing.





Journey Pigs

Once you have progressed a certain distance into the game, you will be able to use teleportation statues known as journey pigs. Face the pig and press the ◎ button or ⊗ button to bring up the map. Journey pigs that you have already discovered will be lit up on the map. If you move the cursor to one of these points and press the ⊗ button, you will be instantly teleported to that location. You can also use the L1 button and R1 button to move the cursor from pig to pig.

Saving

Save Flags

Usually, you will save your game in Jack's room. Face the flag and press the ◉ button to bring up a menu with the options Save, Sleep, or Cancel.

SAVE

You will need a memory card (8MB)(for PlayStation®2) to save game data. Select either MEMORY CARD slot 1 or MEMORY CARD slot 2 and choose a data slot in which to save your game.

SLEEP

When you sleep, all party members will have their health restored and be cured of afflictions. The clock will move forward to 7:00 AM the next day.

Temporary Save Flags

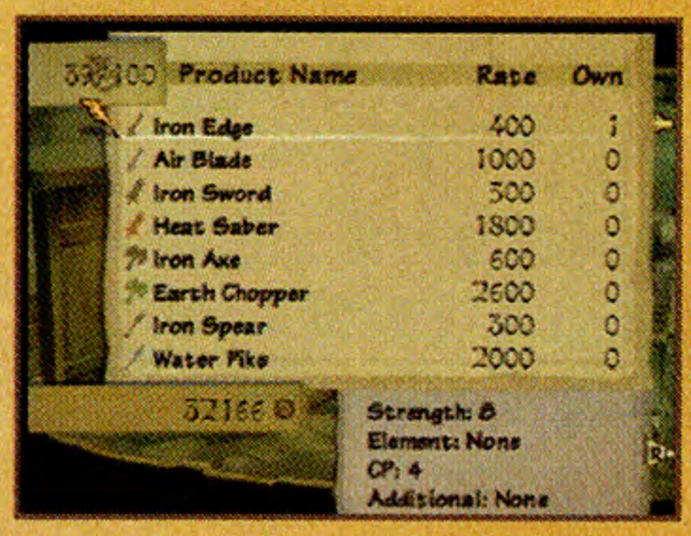
Blue flags will occasionally appear during the game. You can use these temporary save flags to save your game, but you cannot use them to sleep.

Town Shops & Phonographs

Town Shops

There are all kinds of shops in the towns, such as weapon merchants, general stores, pharmacies and so on. Here you can use your dagols (money) to buy needed items or sell those you no longer want. Press the ◎ button while facing the merchant and you will be offered the option to Buy, Sell, or Quit. Shops are not open 24/7, though—you won't be able to buy or sell any items outside of business hours.

BUYING AND SELLING ITEMS



1. Use the directional buttons or left analog stick to select the item you wish to buy or sell, and confirm with the ⊗ button.

✻Press the R1 button to change the item information window, and use the L2 button and R2 button to page up and down the items lists.

2. Select the number of items that you want to buy or sell by using the directional buttons or left analog stick, and confirm with the ⊗ button.

3. When the confirmation window asks if you want to continue, select Yes and press the ⊗ button to complete the exchange.

Phonographs

You can use the phonograph in Jack's room to listen to your record collection. Face the phonograph and press the ◎ button to bring up these four options: Play, Remove, Insert, and Cancel.

USING THE PHONOGRAPH

1. Select Insert, choose a record you want to place in the phonograph, and then press the ⊗ button.

2. A confirmation window will appear asking, You sure? Select Yes and press the ⊗ button.

3. Press the ◎ button to go back to the top menu, select Play, choose the music you want to hear, and press the ⊗ button.

4. When prompted, confirm with the ⊗ button and the music will play. Select Stop to switch off the music.

✻Use the Remove option to take a record out of the phonograph and return it to your inventory.

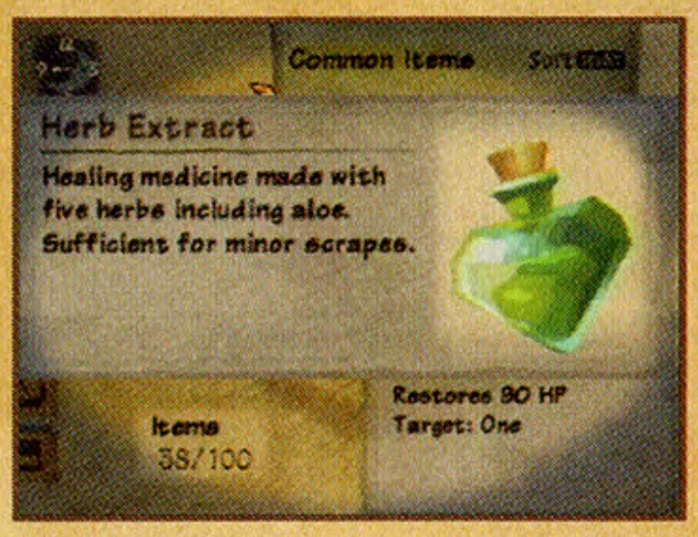
Menus

MENU SCREEN △ button

Press the △ button while in the field (p. 10-11) or during a battle (p. 22-28) to bring up the Menu Screen. Game time is paused when the Menu Screen is open.

DETAILS WINDOW ▣ button

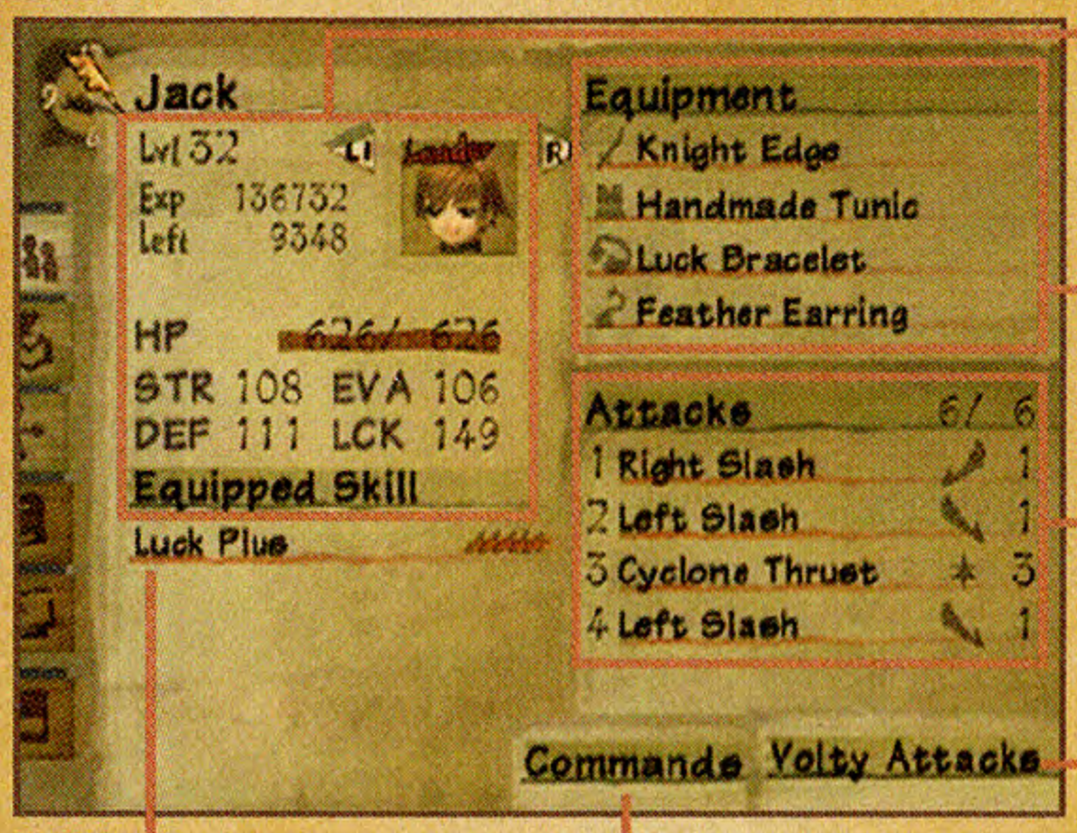
Press the ▣ button while you have an item or weapon highlighted to get more information about the object. The Details Window is also accessible in shops and other locations.



Status Screen

Status

The Status Screen shows the parameters and other information for each character.
Select Status from the menu and choose the character you want to check out.
Press the L1 button or R1 button to page through the other characters in your party.



Parameters

Equipment

Shows the currently equipped weapon, armor and accessories (p. 17).

Attacks

Lists attacks used in battle (p. 17).

Volty Attacks

Check out your volty blows and volty blasts (p. 18).

Equipped Skill

Commands

Check out the commands that Jack can issue to his allies (p. 18).

* Not available at the beginning of the game.

PARAMETERS

Lvl Current level.
Exp Current experience points. Characters gain points with every battle.
Left Experience points required to reach next level.

HP Character health. When this falls to zero, the character can't fight anymore.
STR Affects the amount of damage the character inflicts.
DEF Affects the amount of damage the character suffers.
EVA Indicates the character's ability to dodge blows.
LCK Affects character's ability to avoid afflictions or cast afflictions on foes.

EQUIPPED SKILL

Skills are special abilities that produce a variety of effects during a battle. Jack is the only character who can acquire and select new skills.

Changing Jack's Skill

1. Select the current skill and press the ⊗ button.
2. Choose a new skill to use and press the ⊗ button to confirm.

* You will need to use links (p. 29) to learn new skills.

Status Screen

EQUIPMENT

In this window you can view your currently equipped weapon, armor and accessories.
You can only change Jack's equipment.

Changing Equipment

1. Select the equipment type you want to change, and press the ⊗ button.
2. Choose the new item you want to equip, and press the ⊗ button to confirm. Equipped items are marked with a "C" symbol.

Equipment type

The icons show the type of equipment. Element attribute (p. 27), if any, is indicated by the color of the icon.

Item parameters

Shows strength, element, CP (see below) and additional info.

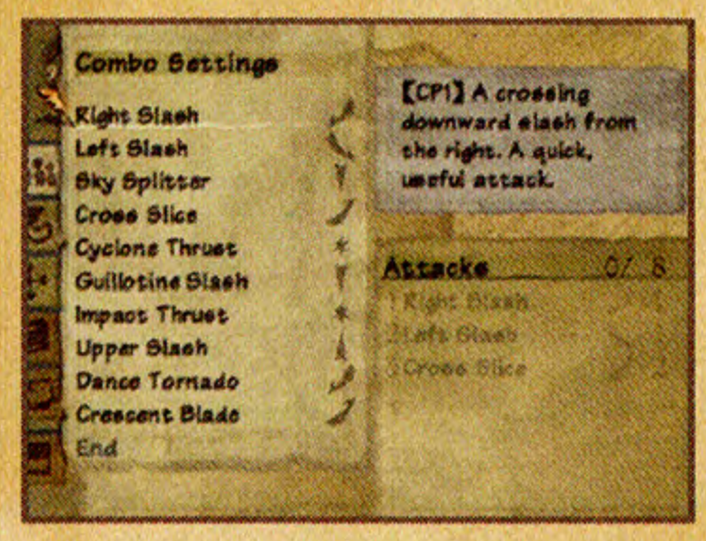
ATTACKS

Here you can check out the attacks the character uses during a battle. Attack types depend on the character and the kind of weapon used (one-handed sword, two-handed sword, and so on). You can only change Jack's attacks. Every weapon and attack has a CP value attached to it. The total CP of all the attacks you select cannot exceed the CP rating of the weapon itself. CP differs depending on the weapon, and even very powerful weapons may have only a limited amount of CP available.

※ Defeat enemies to learn new attacks.

Changing Attacks

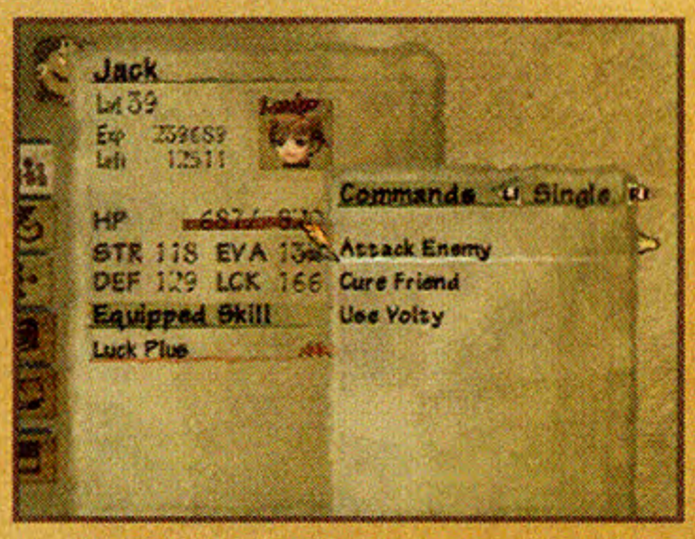
1. Select an attack and press the ⊗ button.
2. Choose a new attack and confirm with the ⊗ button.
3. You can choose up to five attacks within the CP limit.
4. Select End and press the ⊗ button to finish.



Status Screen

COMMANDS

Use this to check out the commands (p. 25) you can issue during a battle. Press the L1 button or R1 button to switch between individual and group commands. New commands can be learned by using special items.



Command Examples

Attack Enemy	Attack the leader's target.
Cure Friend	Uses three volty points. Orders an ally to cure a specified character. Does not work if the ally cannot cure.
Backup	Protect specified ally. Character will attack any enemy attacking that ally.
Power Injection	Uses twenty volty points. Temporarily increases the strength of all allies.
Endurance	Uses twenty volty points. Temporarily increases the defense of all allies.
Circle Song	Uses thirty volty points. Restores a small amount of HP to all allies.
Life Song	Uses sixty volty points. Restores a large amount of HP to all allies.

VOLTY ATTACKS

Here you can check out the volty blows and volty blasts (p. 26) you can use during battle. Your volty attacks are different depending on the type of weapon you have equipped.

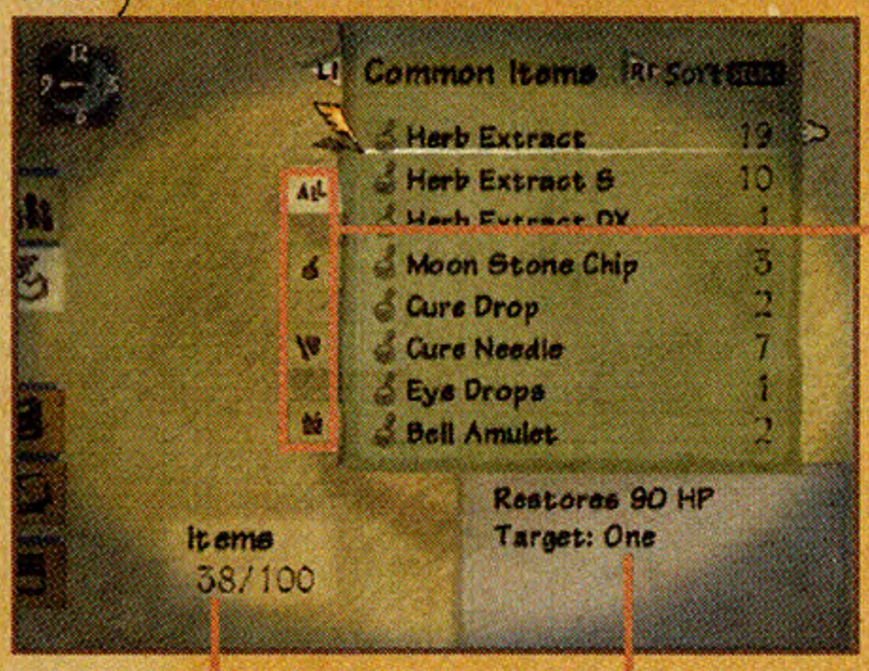
Volty Attack Examples

Beast Thrust	Jack's one-handed sword volty blow. Jack makes a powerful forward thrust and knocks down the enemy.
Limit Break	Jack's one-handed sword volty blast. Jack breaks all the limits and unleashes a flurry of sword attacks.
Wild Pitch	Ridley's axe volty blast. She spins the axe around her and uses centrifugal force to hurl it at the foe.
Ganz Breaker	Ganz's two-handed sword volty blast. A twisting, charging attack that unleashes a powerful thrust.

Items

Items

Here you can use items, discard those you no longer need, and check out your important story items.



Item menus

You can select what kind of items to display.

ALL	All common items
	Consumable items
	Weapons, armor and accessories
	Other items

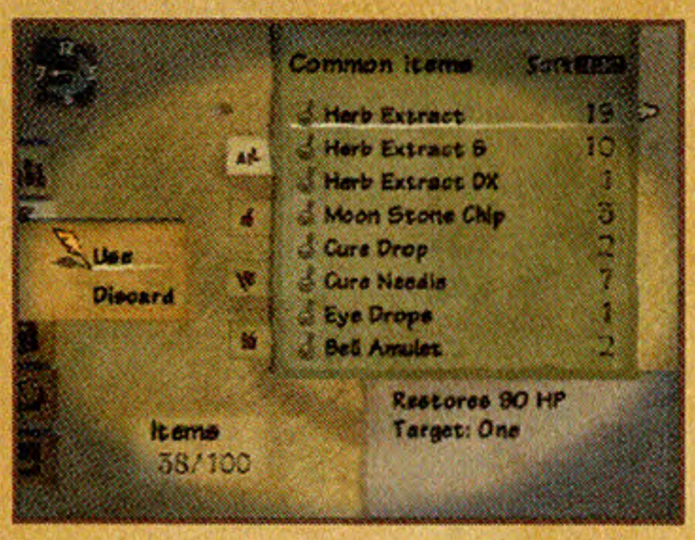
Item slots filled

You can have a maximum of 100 different items in your inventory.

Item description

USING AND DISCARDING ITEMS

1. Select the item you want to use or discard, and press the ⊗ button.
2. Choose Use or Discard, and confirm with the ⊗ button.
3. Select the character who will use the item, or, if discarding, use the directional buttons or the left analog stick to select the number of items that you want to discard.
4. When the confirmation window appears, select Sure and press the ⊗ button to finish.



SORTING ITEMS

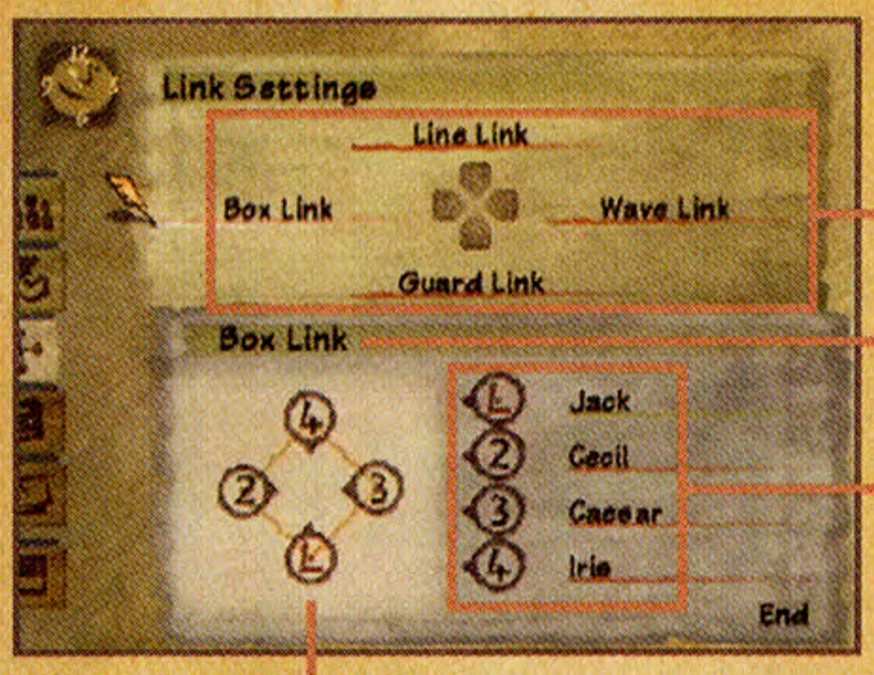
Press the SELECT button when the cursor is in the item list to arrange all your items in the following order: consumable items → weapons → armor → accessories → other items.

Links

✢ Link

Here you can set up your link formations (p. 29) on the directional buttons. You learn more links as you fight more battles.

✻ Links will become available as you progress in the game.



Currently set links

Link name

Formation position

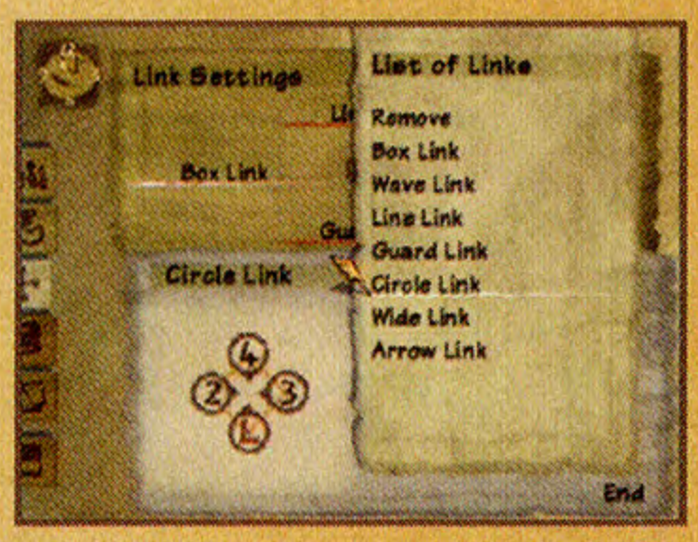
Position of each party member within the link formation.

Formation

Shows the shape of the formation for this link.

SETTING UP LINKS

1. Choose the direction you want to assign the link to with a directional button and press the ⊗ button.
2. Select the link and press the ⊗ button.
3. If you want to change the character positions, select the two characters to switch and press the ⊗ button.
4. Select End and press the ⊗ button to finish.



Link Examples

Box Link	Allies form a large diamond shape to surround and beat up on single foes. Attack when the exclamation mark appears over your head.
Wave Link	Allies line up behind the leader. When the leader attacks, the allies follow up with their own assaults in a wave-like pattern. Increases speed of party.
Line Link	Allies line up side-by-side and launch power waves against the enemy. Each attack uses six volty points. Everyone must be lined up properly to launch the attack.
Guard Link	Allies surround and guard the leader from physical attacks. Defense increases and a protective barrier appears when parrying.
Circle Link	Once the leader stops moving, all party members form a circle facing towards its center. During this time, their HP is restored. Note, however, that you will not be able to attack while healing.
Wide Link	The party gets in a line behind the leader, and launches a series of power waves against nearby enemies. Two power waves use one volty point.

Friends/Settings/Load

Friends

The Friends option allows you to check out all the characters in your Friend List. Use the directional buttons or left analog stick to choose a friend and press the ⊗ button to open the profile for that character. Press the L1 button or R1 button to list the characters by race or alphabetical order. Press the L2 button or R2 button to page up or down the list.

Settings

Here you can change the game settings. Select an option with the directional buttons or the left analog stick, and press the ⊗ button to confirm.

SETTINGS MENU OPTIONS

Screen	Switch the screen ratio between 4:3 and 16:9
Vibration	Switch the DUALSHOCK®2 analog controller vibration function on or off.
Sound	Choose between mono, stereo, and headphone settings.
Voices	Here you can choose to have voices only, voices and text, or text only.
Battle Camera	Choose either a manual or homing camera system during battles.

Load

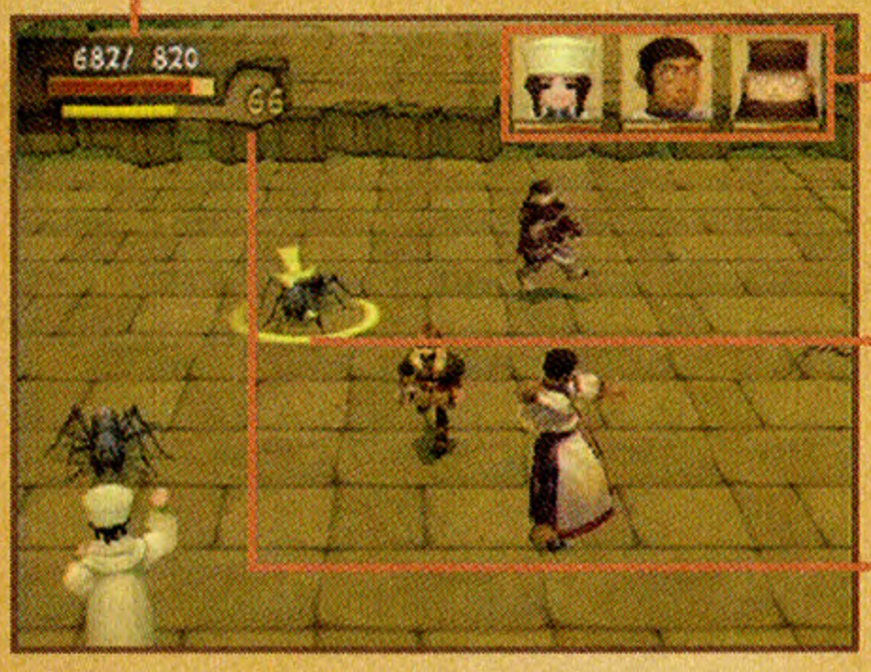
Select and load previous save data.

Battles

Battle Screen and Camera

BATTLE SCREEN

The battle screen appears when an enemy is encountered in the field or if a battle begins as part of an event.



Jack's HP

This shows your current HP/maximum HP.

Friends

An icon will appear indicating any status afflictions (p. 28). The life gauge will lower as HP decreases.

Target Mark

This marks your current target.

Volty Gauge

One blow from Jack or another party member will fill the gauge with a volty point. These points can be used for volty attacks (p. 26) and links (p. 29).

BATTLE CAMERA

The camera angle can be rotated around Jack. The L2 button and R2 button move the camera left and right respectively, and the R3 button moves the camera behind Jack. The L3 button will restore the camera to the default setting. The camera angle cannot be changed while locked on to a target (p. 24).

Battles

Target System

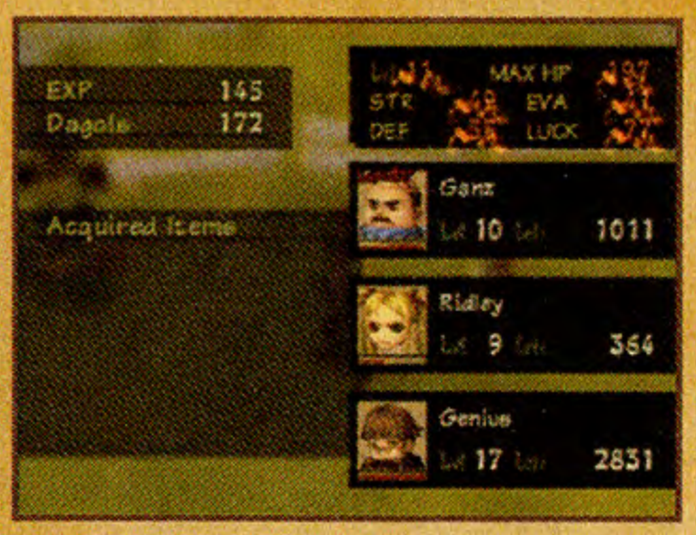
Jack and his friends move around, pounding the enemy with attacks and volty blows. A target mark will appear around the enemy Jack is attacking. Pressing the ◉ button or ▣ button will make Jack run towards his target. Use the target system to gain the advantage over your enemies.

Ambushes

The party can be ambushed in the field if approached by an enemy from behind. An ambush will cause the party to begin the battle in a state of confusion (p. 28), so watch your back when running around in the field.

Battle Results

If your party is victorious in battle, you will obtain experience. Dagols (money) and items may also be acquired. A certain amount of experience gained will level you up, level up your skills (p. 16), and allow you to learn new attacks. When a character levels up, HP is fully recovered and afflictions are cured.



Game Over

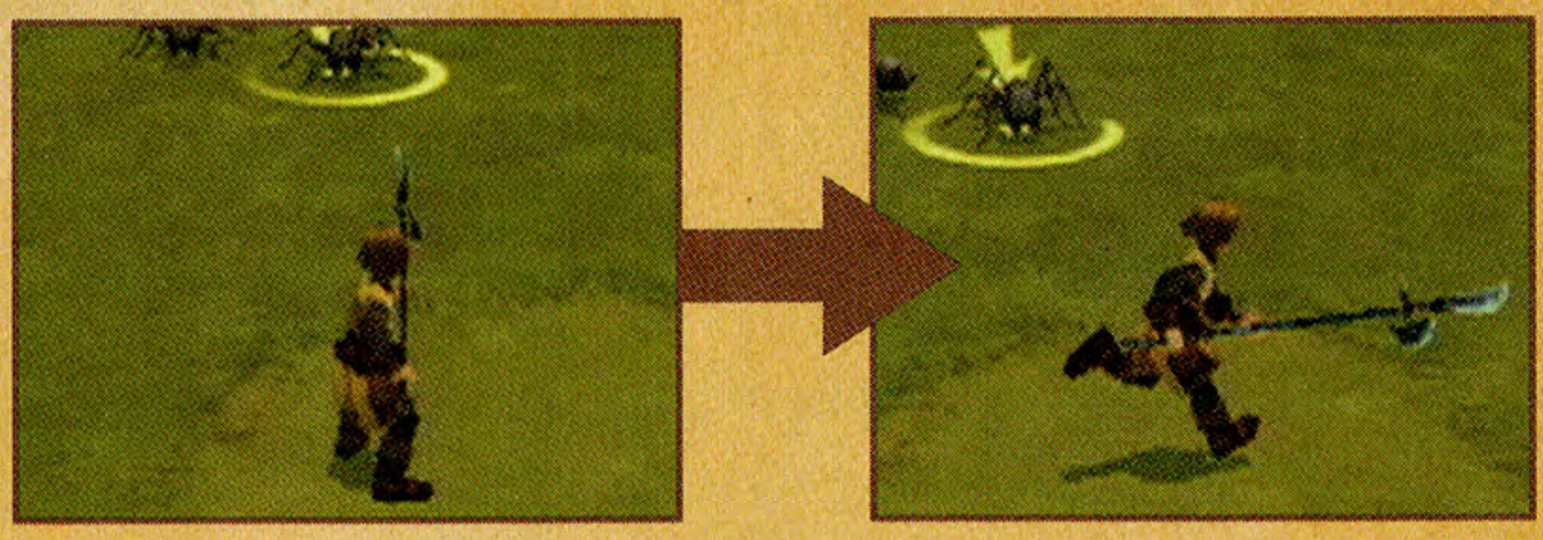
When Jack's HP falls to 0 while fighting against an enemy, it is game over. You can resume play from the last point at which you saved your progress.

Battles

Movement and Targeting Controls

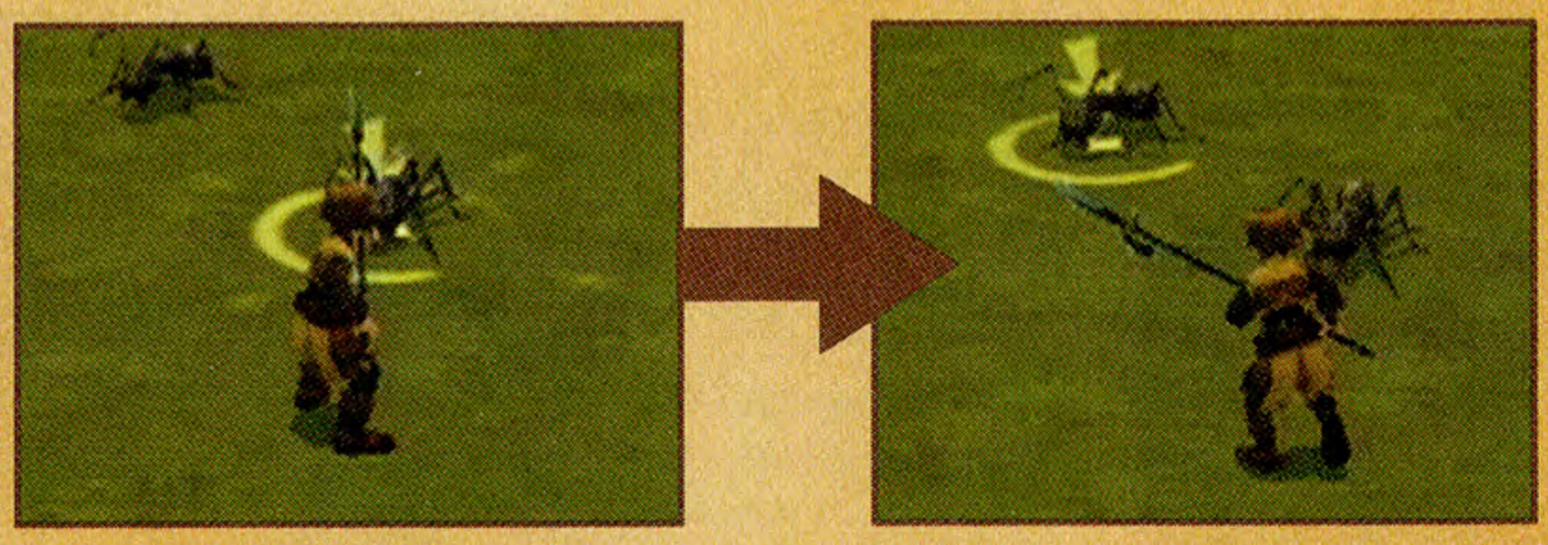
MOVING — Left analog stick

Use the left analog stick to move around in the battlefield.



CHANGING TARGETS — Left analog stick

Use the left analog stick to face the enemy you would like to attack. Change direction to switch to a different target.



LOCKING ON TO A TARGET — R1 button

You can lock on to a target by pressing the R1 button. While locked on to a target, Jack will only follow and attack that foe. Target lock can be canceled by pressing the R1 button again.

Battles

Quick Menu Controls

GIVING COMMANDS L1 button

When Jack is the leader of the party, he can issue commands to other party members. There are two types of commands– those that order single characters, and those that order the entire party. Some commands consume volty points.

Issuing Commands

1. Press the L1 button, select who you would like to issue a command to, and press the ⊗ button.
2. Select which command you would like to issue and press the ⊗ button.

*For some commands, you will have to indicate whom the command will be used for or against. Commands cannot be issued when Jack is affected by certain afflictions.

ITEMS L1 button

There are several types of items that can be used during battle, including ones that heal and/or cure party members, or ones that cast afflictions on the enemy. Items are an essential part of battles and should be used accordingly.

Using Items

1. Press the L1 button twice. Press once if Jack is not the leader of the party.
2. Select the item you would like to use and press the ⊗ button.
3. Select who you would like to use it on and press the ⊗ button.

*Items cannot be used when Jack is affected by certain afflictions.

RECEIVING COMMANDS

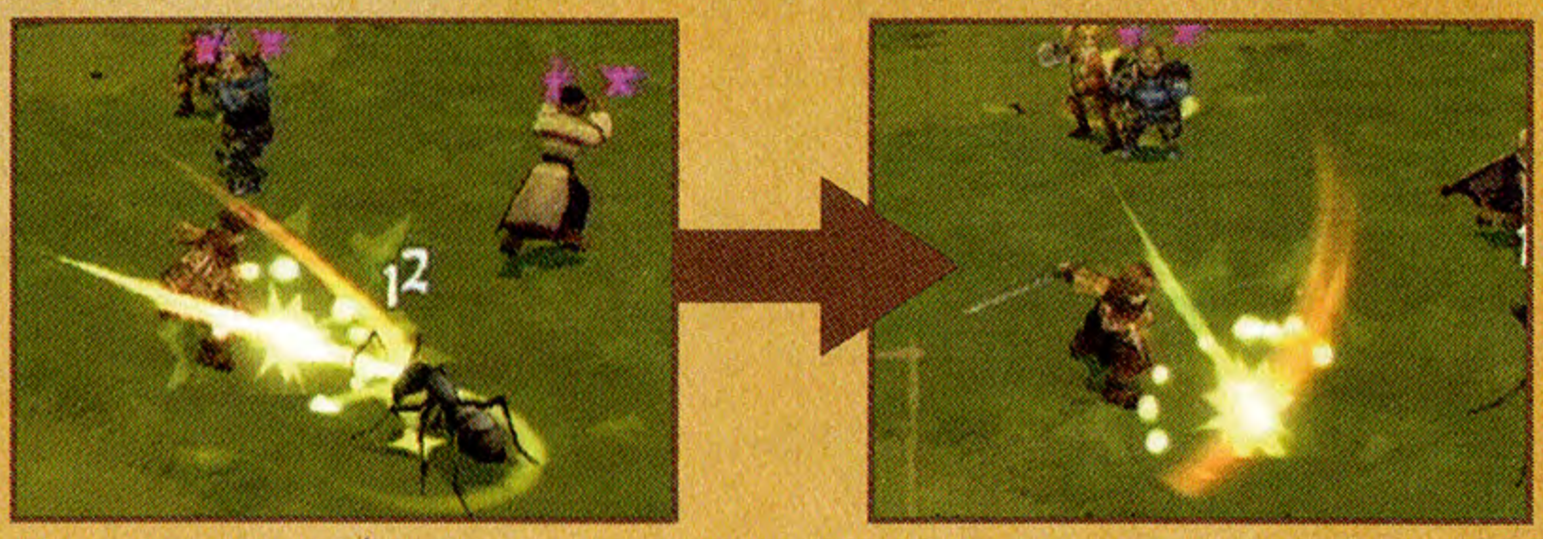
When Jack is not the leader of the party, he may receive commands from the party leader. When Jack receives a command, you should act accordingly. Who knows what will happen if you don't obey the commands of your superiors? When the blue cursor appears around an enemy, you should attack that enemy.

Battles

Attack and Defense Controls

ATTACK ◉ button

Press the ◉ button to unleash an attack upon the enemy. If the button is pressed repeatedly, Jack will deliver attacks in the order you set on the Status Screen.



PARRY ⊗ button

Pressing the ⊗ button will allow you to parry an attack from the front, suppressing the damage dealt by the enemy. However, some enemy attacks can break parry.

BACKSTEP ⊗ button twice

By pressing the ⊗ button twice, you can jump backwards to avoid taking damage. This can be useful as you do not take any damage at all during this action.

COUNTERBLOW ◉ button or ▣ button after parrying

You can launch a counterblow against the enemy with the ◉ button or ▣ button after parrying an attack. You cannot receive damage when performing a counterblow.

VOLTY BLOW ▣ button

A volty blow is a powerful attack that consumes ten volty points from the volty gauge (p. 22). If you have ten or more volty points, press the ▣ button to release a volty blow.

VOLTY BLAST ⊗ button and ▣ button simultaneously

A volty blast is a massive attack that consumes a hundred volty points. Unleash this attack by pressing the ⊗ button and ▣ button simultaneously when the volty gauge is full. A volty blast can only be unleashed when wielding a weapon for which you have already learned the volty blast attack.

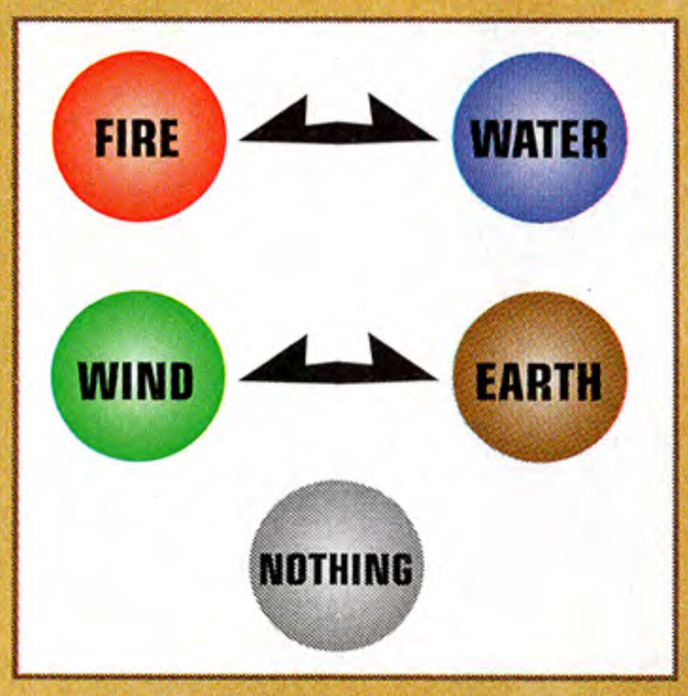
Battles

Learning Attacks

Jack can learn new attacks by defeating enemies in battle. There are attacks for each type of weapon you wield and you will learn the attacks accordingly. For example, if you are wielding a one-handed sword, you will learn attacks you can use with one-handed swords. But no matter how many one-handed sword attacks you have learned, you cannot use them when wielding, for example, an axe.

Elements

Weapons and armor might have one of four element attributes associated with them: fire, water, wind, and earth. Fire and water oppose each other, as do wind and earth. Items without an element attribute are unaffected by elements.



ELEMENT STRATEGIES

When fighting an elemental creature, it is best to attack it with a weapon of the opposing element. Only half the damage is dealt when attacking an elemental creature with a weapon of the same element.

Analysis Ball

You can use the Analysis Ball to learn about the enemy, such as its level, HP, element, and other traits. Knowing the element of the enemy will give you the upper hand in many battles.

Fleeing From Battle

Use the Flee Ball to escape battles. However, there are some battles you cannot escape from.

Battles

Afflictions

During battle, some attacks may cause you or your allies to be affected by various afflictions. They can be cured using items, and some are cured at the end of battles. You can cast afflictions on the enemy by using attack items.

AFFLICTIONS

Petrify
You will become immobile.
Main item used for restoration: Flexibility Lotion

Confuse
You will become disoriented and even attack allies.
Main item used for restoration: Mint Drop

Blaze
Your HP decreases at intervals.
Main item used for restoration: Cooling Spray

Poison
Your HP decreases at intervals.
Main item used for restoration: Cure Drop

Paralyze
Your movements will become slowed.
Main item used for restoration: Cure Needle

Curse
Your movement speed will decrease and you will not be able to attack.
Main item used for restoration: Holy Water

Blind
Your sight becomes affected and your luck and evasion fall to 0.
Main item used for restoration: Eye Drops

Freeze
You become immobile. However, you can use the left analog stick to flail about to recover sooner.
Main item used for restoration: Heating Tablet

Bind
Same as Freeze. However, commands can be issued.
Main item used for restoration: Bell Amulet

Links in Battle/Making Friends

Links in Battle

USING LINKS Directional buttons

Links can be used when you have more than ten volty points in the volty gauge. With a link, different party formations can be created to unleash various attacks. When damage is received while in link formation, you will lose volty points. When the volty gauge is empty, the link is automatically broken.

How to Use Links

1. Use the directional buttons to make the link control window appear.
2. Press a directional button to select the link you want to use.
3. Once the link is formed, use the left analog stick to move around the battlefield. Holding down the ⊗ button while moving around will help maintain the shape of the link.

Canceling Links

Use the directional buttons to make the link control window appear and select Cancel Link.

Learning New Skills

Skills (p. 16) are shared by everyone within the link formation. Jack can also learn the skills of those within the link. Select party members who have skills you would like to learn, and learn their skills by using links over and over again.

Making Friends

GATHERING FRIENDS

As the game progresses, you will become the party leader and be able to recruit people in towns and villages. Some will become your friend after a simple conversation, while for others, you will have to please them by solving their problems and helping them out. Try talking to different people to get started.

FORMING PARTIES

Every time you make a friend, his or her name will appear in the Friend List at the reception desk of the warrior guild (you will discover this as the game progresses). Use the Friend List to add or remove people from your party.

Friend List

CHARACTERS WHO CAN BECOME FRIENDS

You can become friends with certain characters according to your progress in the story or what time of day it is. You should befriend characters as soon as you get the chance, as you may miss your chance later on in the story.

Q & A

Finding Items

I've looked everywhere but I can't find any items!

Master Jack, you must search certain areas to find items. You have to press the ⊗ button to kick and search the objects around you. There are many, many items hidden everywhere. By kicking certain objects, you will surprise the items, making them appear before you.

Wow, the items become surprised? Really?

No.
But I always kick at least one thing a day to check for items.
The best way to get items is to kick everything in sight!

Game Progression

Arg!
I don't know what I'm supposed to do or where to go from here!

Seriously, you should use your head once in a while.

I do!

First, you should open your map and look for a mark that should tell you where your next destination is. If you're in the middle of a job*, you should look at the written request. It is in your inventory under Important Items.

*As the game progresses, you will be able to accept and complete jobs for money.

Q & A

Game Progression 2

It feels like I've been walking around for ages! Why isn't the story progressing?

Do you ever take a break from adventuring and just rest in your room?

No way! Resting is for wimps! I can complete my adventures without rest or sleep, thank you very much!

I thought so...
Jack, sometimes it's important to sleep in your room.
Something new might happen if you do. So go home and sleep!

Gathering Friends

I don't have many friends... Is there anything I can do to make a lot of friends?

If you want a lot of friends, you can't just sit around on your butt. You have to make stuff happen by talking to as many people as you can.

I DO talk to people. But they're always too busy to talk to me.

There's always at least ONE person who could use your help. Find them and hear them out. If you help them, they'll help you.

Credits

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ADR Engineer	David Anglero
ADR Editors	Alex Gordon Samuel Perales Jr.
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Recording Director	Kimiko Kai
Audio Production Supervisors	Midori Shimazawa Daisuke Iguchi
Recording Studio	Broadmedia Studios Corporation
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Motion Capture Director	Sakura Munakata
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Recording Studio	Studio Top Team
Recording Engineers	Atsushi Kobayashi Noriko Mihara (SoundInn Mixew's Crew)
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Trumpet	Tohru Hirabayashi
Violin	Reiko Tsuchiya
Backup Vocals	Kaori Kawasumi

END THEME

Tekuteku Aruka - Radiata Mix -

Music Arrangement & Pianica	Noriyuki Iwadare
Lyrics & Vocals (Japanese version only)	Yuka Imaizumi
Music	Mission to the Deep Space The Incarnayion of Devil Highbrow
Composed by	Motoi Sakuraba
Arranged by	Noriyuki Iwadare

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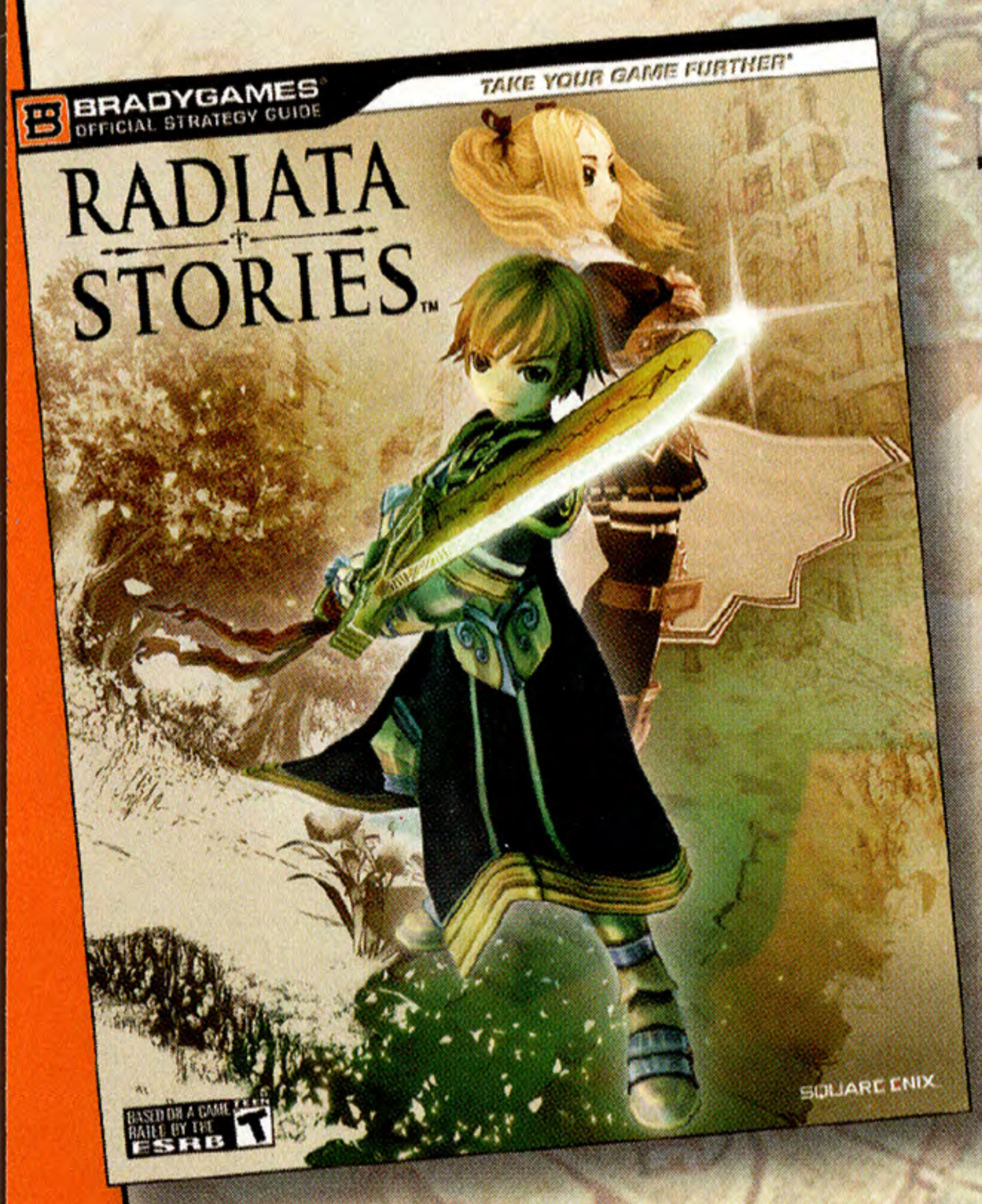
Executive Producer	Koji Yamashita Yosuke Saito
Publisher	Yoichi Wada
Developed by	tri-Ace
Published by	SQUARE ENIX

A big thanks to everyone who helped create this game, and to all the players!

Kick Your Way through the Interactive World of Radiata



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Romancing SaGa™

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EVERYONE 10+

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Mild Suggestive Themes

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Journey of the Cursed King

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Alcohol Reference
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Simulated Gambling
Mild Language
Suggestive Themes

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PlayStation®2

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